"THRUST' is immensely playable there is no excuse to miss this slice of arcade action. Overall rating 94%." Gary Liddon, ZZAP! 64 Magazine, May 1986.



A brilliantly gripping arcade game requiring precision dexterity, and a cool, calculating mind. Can you beat it?

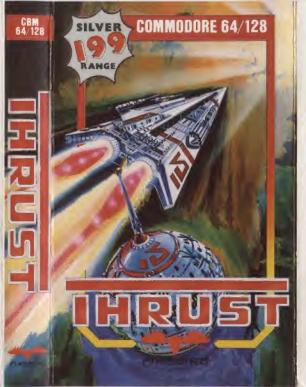
Dieses fesselnde Spiel für Swelhalten erforden Prazision und Geschicklichkeit sawie einen kühlen, berechnenden Kopf. Komen Sie es bewegen? Un groco di galleria brillantemente avvincente che richiede precisione, desfrezza e una mente lucida e astuta. Ce la farei e vincere?

Un juego de arcada inmensamense emocionante que requiere una destreza exacta, y una mente fria y calculadora ¿Puedes conquistario? Lis seu incroyablement captivant, exigeans précision et destêrité et un aspire clair et calculateur. Voius relevez le defi?

Dit fascinerende arcade spet vermit precisie, behendigheid et een berekenend koet verstand. X

Et glimrende og fængsten-og koldblodighed. Kandu der kræver præcislan, behændighed





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* Correct at time of printing

THRUST

□ 1986 JEREMY C. SMITH Cover illustration by H W V. MUSIC BY BOS HUBBARD © 1986 BIOR HUBBARD.

THE GAME

The resistance is about to leanch a major oftensive against the intergalactic tempire, in preparation for this, they have captured several battle—grade starships, but they lack the essential power sources for these formulable craft. Riystron

You have been commissioned by the resistance to steal these pods from the Empires' strange planets. Each planet is defineded by a battery of "Limptel" guide, powered by a nuclear power plant. By firing shots at the power plant, the guins can be temporarily desabled, the more shots fired at the nuclear reactor, the longer the gurs will take to recharge. BUT BEWARE! If you're too many shots at the reactor, it will become critical, by juring you gut then seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and your manage to send the reactor into its critical phase, and leave the planet, stery you will rever a larger to notice.

Further into the Empires' system, you will encounter planets with REVERSE GRAVITY and something over those deadly.

LOADING

 COMMODORE 64 OWNERS. After connecting your tape unit to your Commodore 64 according to the user manual, place the rewound cassette into the tape unit. Press SHIFT and RUN/STOP smultaneously on your Commodore, and press PLAY on the tape unit.

COMMODORE 128 OWNERS: Switch off your Commodore 128, and switch
it back on again whish holding down the COMMODORE KEY. Now follow
the instructions for Commodore 64 owners given above

PLAYING THE GAME

You can control your ship with the keyboard, using the following keys.

A = NOTATE SHIP ANTICLOCKWISE RETURN - FIRE

S = ROTATE SHIP CLOCKWISE SHIFT = THRUST

SPACE BAR - ACTIVATE TRACTOR BEAMS/EXTERNAL SHEILDS

F1 = SQUIND OFF F3 = SQUIND ON F5 = PAUSE GAME F7 - CONTINUE

AFTER PAUSE RILLYSTOP - ARDORT GAME.

To coffect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow - bar has fixed to the pod, you can described the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN DESTROYING A FUEL CELL PICKING UP A FUEL CELL BONUS FOR MISSION COMPLETION BONUS FOR DESTROYING PLANET 750 POINTS 150 POINTS 300 POINTS VARIES ACCORDINGLY MISSION BONUS + 2000 POINTS

MISSION FAILURE NO BONUS!!
A spare ship is allocated for every 10,000 points.

The game will end if (a) You die and have no spare ships (b) You run out of fuel.

HEY THERE!!!

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